



Playground structure for disabled Play Center Village. Certified according to the European Standard EN 1176 by the German TÜV - Product Service Institute. Structure made of glued laminated pine timber, pressure treated with non-toxic salts. Components: N°1 tower with wooden posts, section 9x9 cm and a two pitched roof in bi-laminate HPL panels, protection panels in multi-layer okoume mahogany wood glued with phenol formaldehyde resin pantographed without sharp edges, they are treated with non-toxic high-coloured wax-based penetrating stain, water dilutable. Size cm 100x100x315h. N°1 access stair with lateral protection panels, as handrails, in multi-layer okoume mahogany wood glued with phenol formaldehyde resin pantographed without sharp edges, they are treated with non-toxic high-coloured wax-based penetrating stain, water dilutable. N°1 slide H cm 134 in rotomolded coloured high-density polyethylene. N°1 hexagonal raised platform dim cm 202x225x130 h in multi-layer birch wood glued with phenol formaldehyde resin with non-slip knurled surface, connected to the poles through hot deep galvanized steel chassis, it is equipped with n°1 car panel, n°1 Tic Tac Toe game activity panel, n°2 Swedish ladder with parallel bars Ø 3 cm. N°4 inclined planes in multi-layer birch wood glued with phenol formaldehyde resin with non-slip knurled surface, that provide direct access to the structure and a connection to the hexagonal tower. The ramps are equipped with tubular galvanized painted steel protection protection handrails and protective panels in bi-laminate pantographed HPL without sharp edges, they are equipped with play panels. Assembly system with 8.8 galvanized steel bolts and self- locking nuts. Coloured nylon cap nuts as required by law. Polyethylene pole caps. Baked finishing at 180°C. Hot-dip galvanised metal brackets for ground anchoring system in a concrete plinth or version to be fixed on the floor











m<sup>2</sup> 75,00 AREA IMPATTO

NUMERO UTILIZZATORI











Planimetria / Planimetry

